PlayStation

NTSC U/C

PlayStation

Plays

EVERYONE

CONTENT RATED BY ESRB

SLUS-01304

CHICKEN RUN™

BLITZ GAMES

EIDOS INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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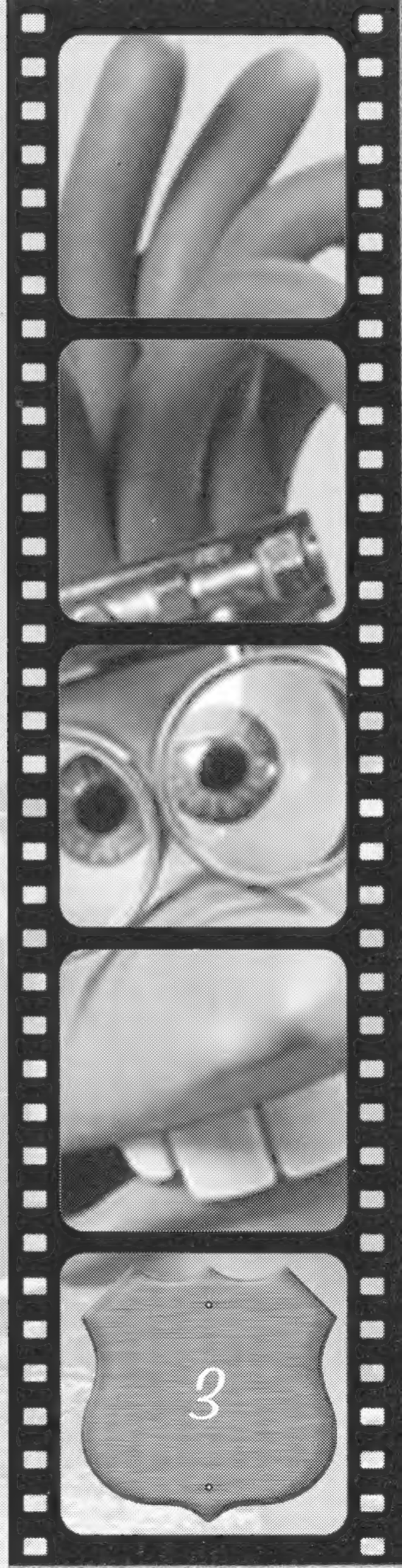
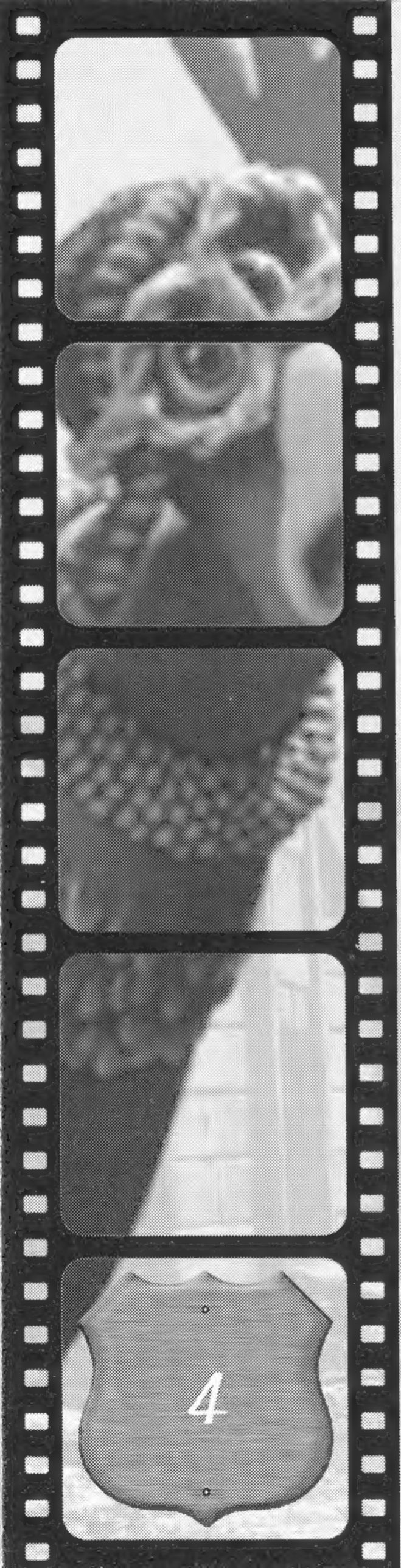
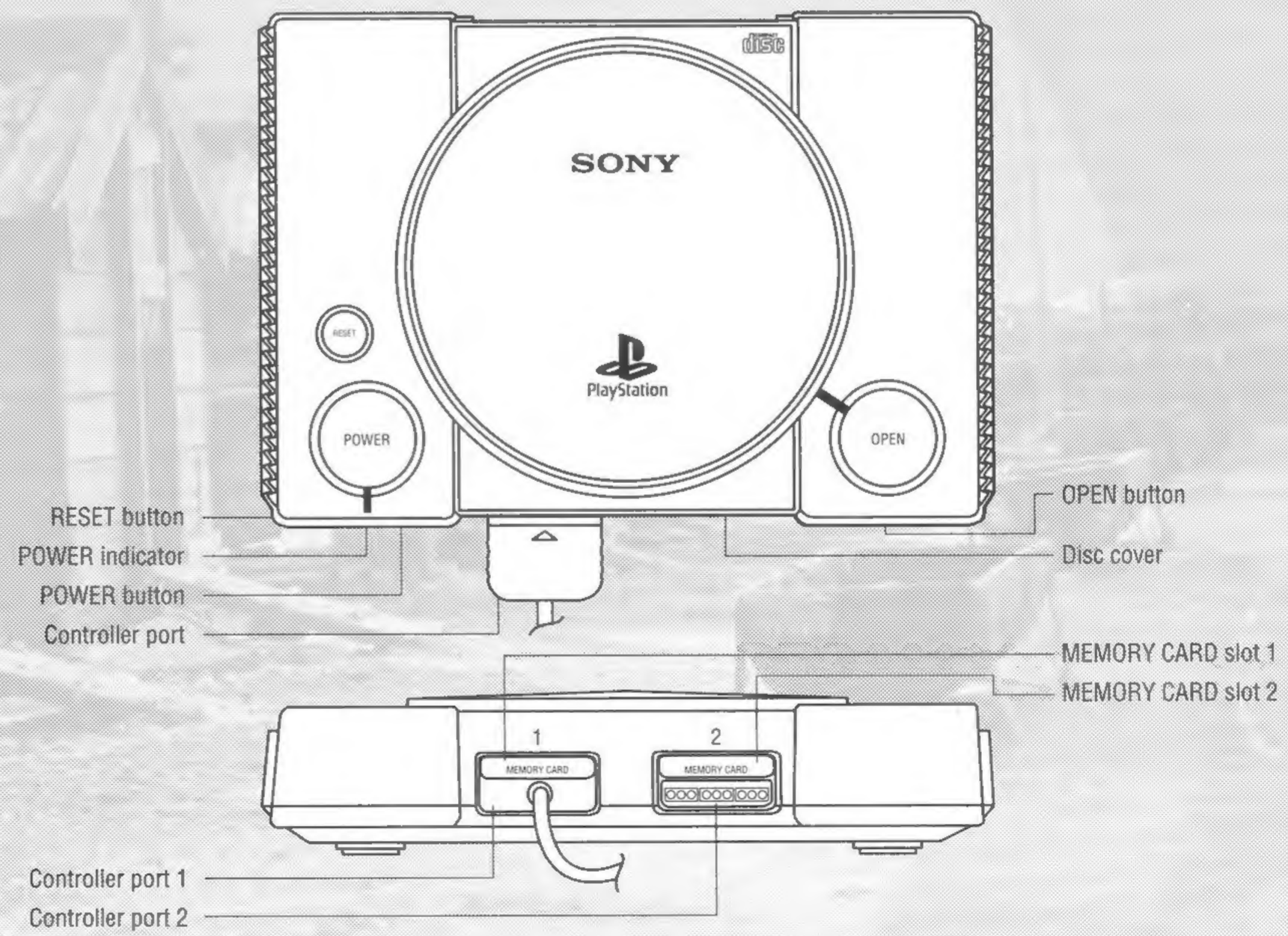




GETTING STARTED

Important! Do not insert or remove peripherals or MEMORY CARDs once the power is turned ON. You will need a MEMORY CARD to save your games.

1. Set up your PlayStation® game console by following the instructions in the instruction manual.
2. Make sure the power is OFF before inserting (or removing) a disc.
3. Insert the Chicken Run disc and close the disc cover.
4. Insert a game controller in controller port 1.
5. If you want to save your progress as you play the game, insert a MEMORY CARD into MEMORY CARD slot 1.
6. Turn ON the power and the game will begin.
7. If you have a Chicken Run game saved on your MEMORY CARD your options will be auto loaded during boot up.



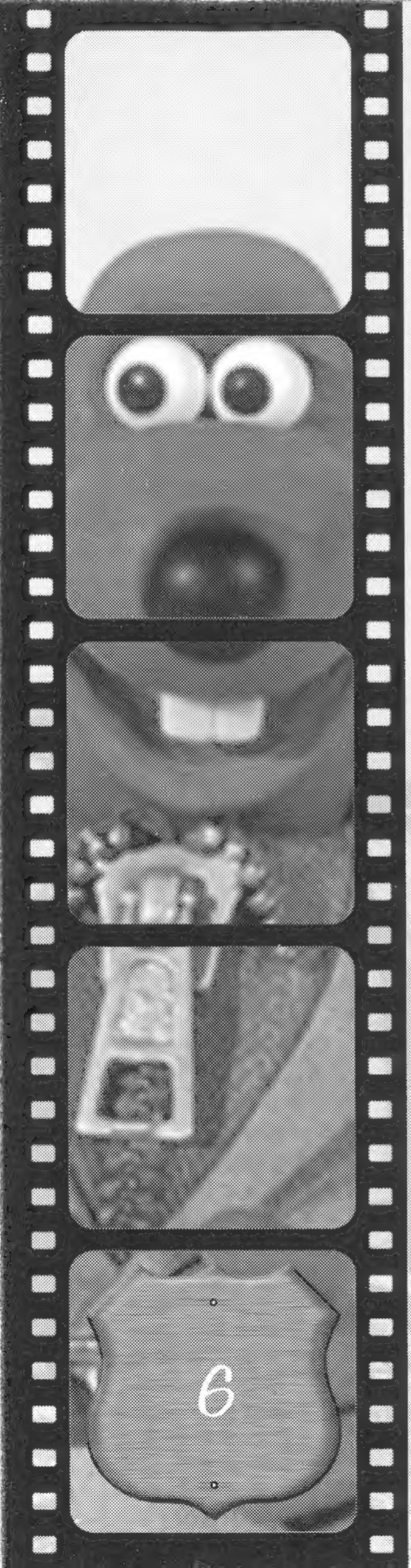
MEMORY CARDS

You will not be able to save your progress if you don't use a MEMORY CARD. Make sure there is at least one free block on your MEMORY CARD before beginning your game. If you already have a game saved on the MEMORY CARD, you will be able to load and continue that game.
Warning! Remember to save your progress in the game before you turn off the power.

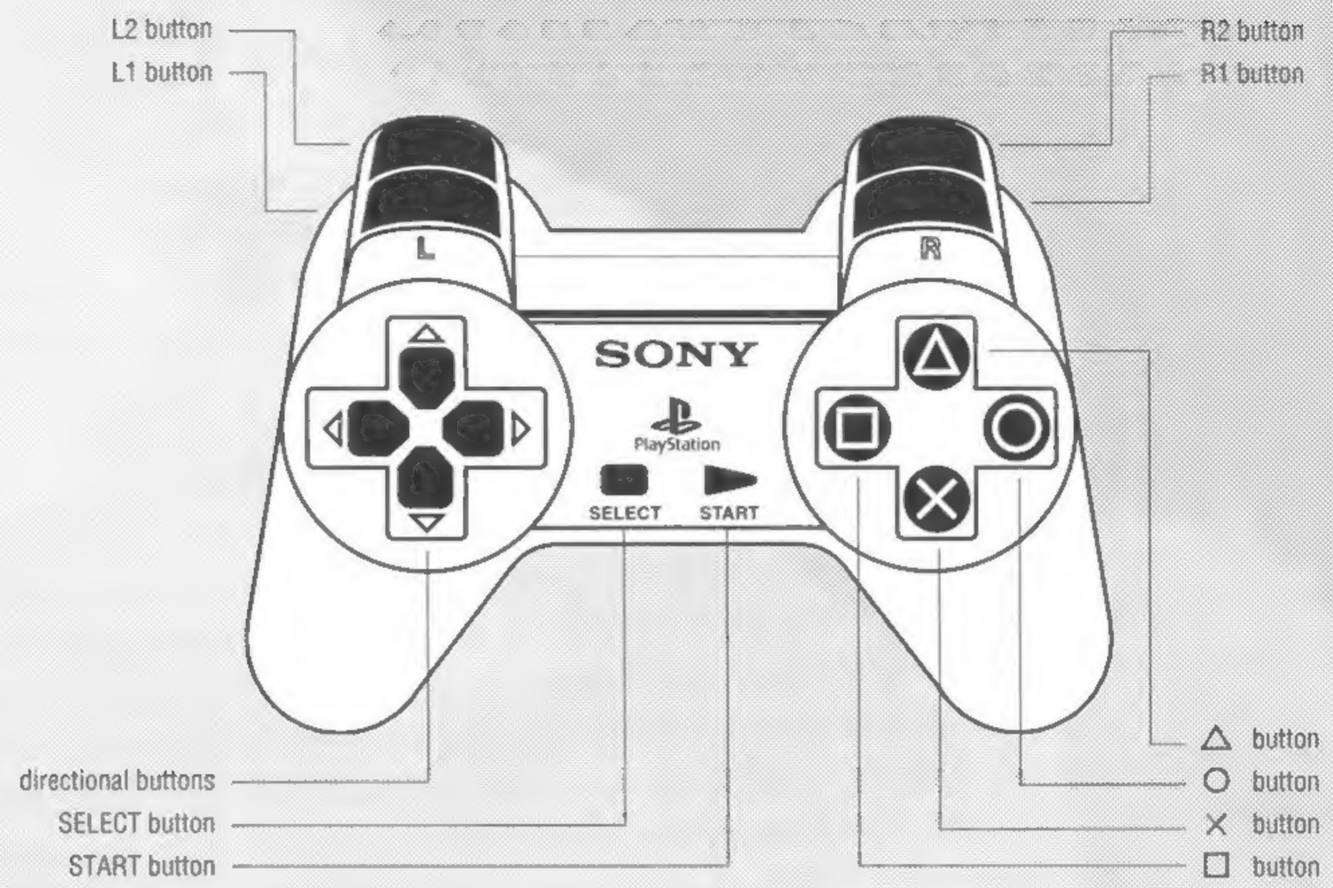
THE GAME CONTROLLER

The game supports both standard controllers and the DUALSHOCK™ analog controller.

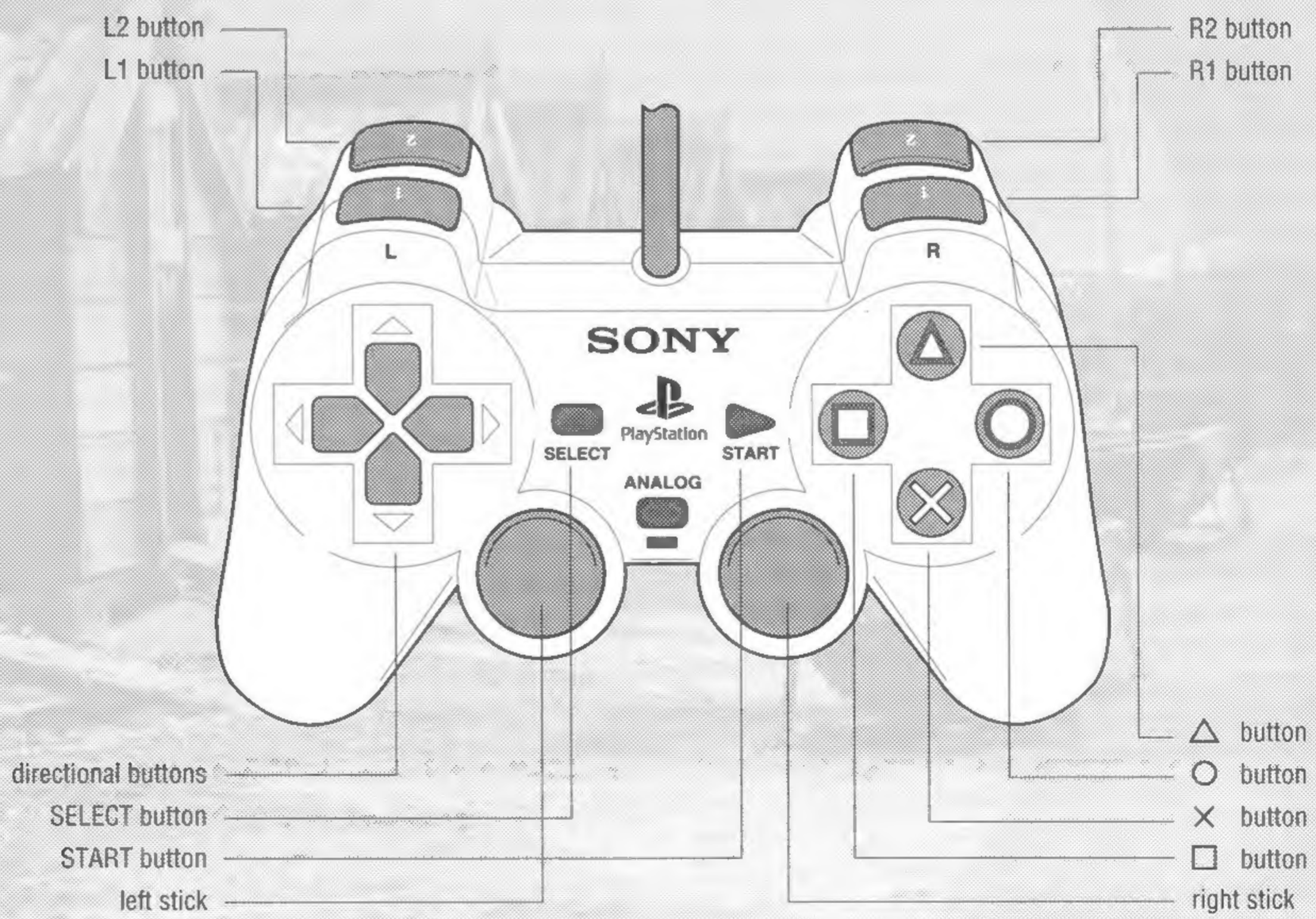
Note that Chicken Run makes use of the left and right sticks of the DUALSHOCK™ analog controller.



THE STANDARD CONTROLLER

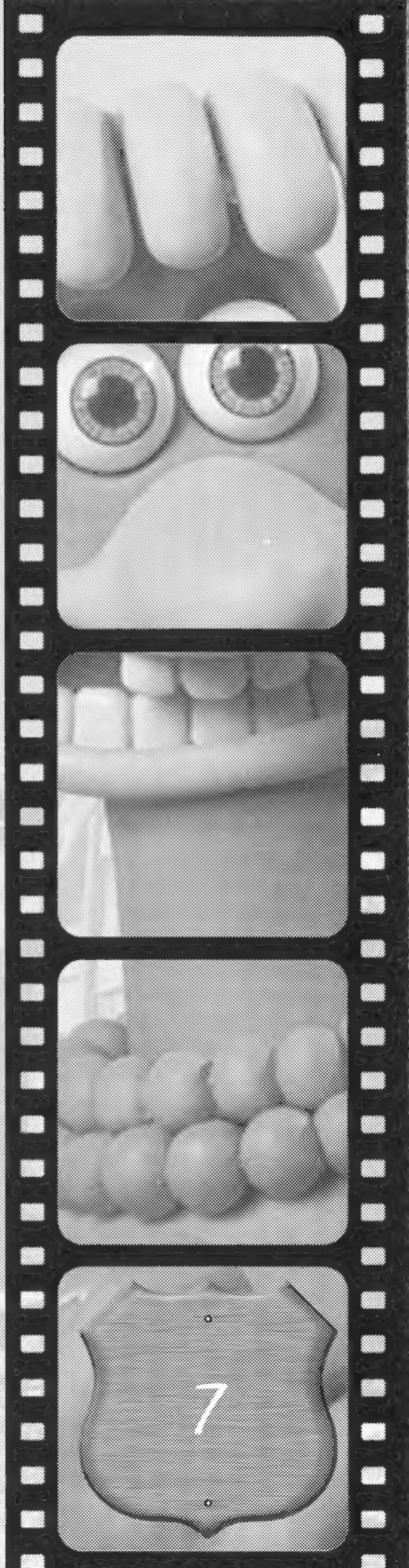


THE DUALSHOCK™ ANALOG CONTROLLER



CONTROLS SUMMARY

directional buttons	Move Character
left stick (if using the DUALSHOCK™ analog controller)	Move Character
▢ button	Action Button (pick up/use objects)
✕ button	Jump
✕ button (Double tap)	Double Jump
○ button	Throw Object/Switch Rats
R2 button	Tiptoe
△ button	Open Inventory
L2 button (cycle through)	Inventory Items
L1/R1 buttons	Rotate Camera Left and Right
right stick (if using the DUALSHOCK™ analog controller)	Rotate Camera Left and Right
SELECT button	On-screen Help buttons On/Off
START button	Pause Game



INTRODUCTION

Ginger is a chicken with a mission. Living in Hut 17, behind the barbed wire fences and searchlights of the Tweedy Farm, she begins to fear for the lives of all her friends. In her heart of hearts she knows there's something better out there in the big wide world. Ginger is determined to lead the chickens in an escape to freedom (before it's too late). To do this she enlists the help of Rocky, a smooth-talking American rooster, and Nick and Fetcher, two rats who'll scrounge anything for a price (eggs!). Together they try many wild and wacky escape plans to flee the coop. This is Chicken Run—the game based on the worldwide movie hit! This is your chance to help Ginger, Rocky, Mac and all the other chickens get away before they're turned into chicken pies.

MAIN MENU

When the game begins you will see the Main Menu. This allows you to Start a New Game or Load a previously Saved Game.

START GAME

Fowler's Hut (Game Options)

- Select Start Game and you will go to Fowler's Hut (Hut 1).
  Fowler's Hut contains all the Game Options available in Chicken Run.
  If this is a new game, you will begin facing The Door (ready to go outside and begin the adventure).

- Now let's look at the Game Options available:
  Use the left or right directional buttons (or left stick of the DUALSHOCK™ analog controller) to cycle through the Options, and then press ✕ to select.
  If you want to cancel or leave a Game Options menu at any time, press the △ button.

Begin the Game/Return to Game (The Door)

The Door allows you to go straight into a new game of Chicken Run, or to return to the game you are currently playing.

Screen Adjust (The Mirror)

The Mirror lets you adjust your screen position. Move the screen using the directional buttons (or the left stick of the DUALSHOCK™ analog controller).

Controller Setup (The Chest)

Change your Controller configuration (it will show the existing configuration with three alternatives) and allows you to switch Vibration On/Off (if applicable).

Sound (The Radio)

The Radio lets you adjust a number of sound options:

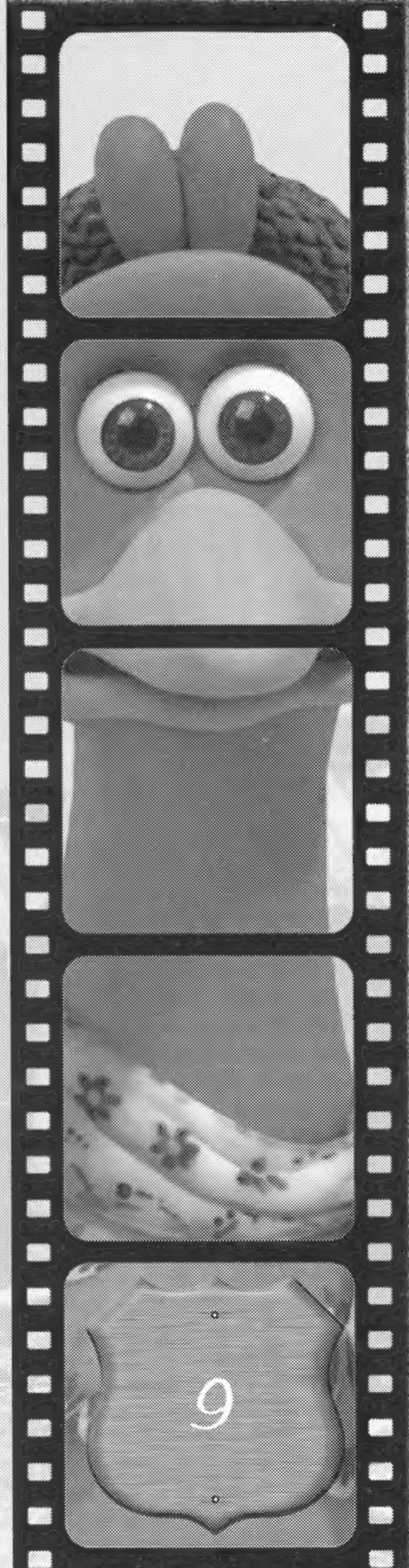
SFX Volume	set a level for sound effects
Speech Volume	the character speech volume
Music Volume	set the music level
Stereo On/Off	turn stereo effect on/off

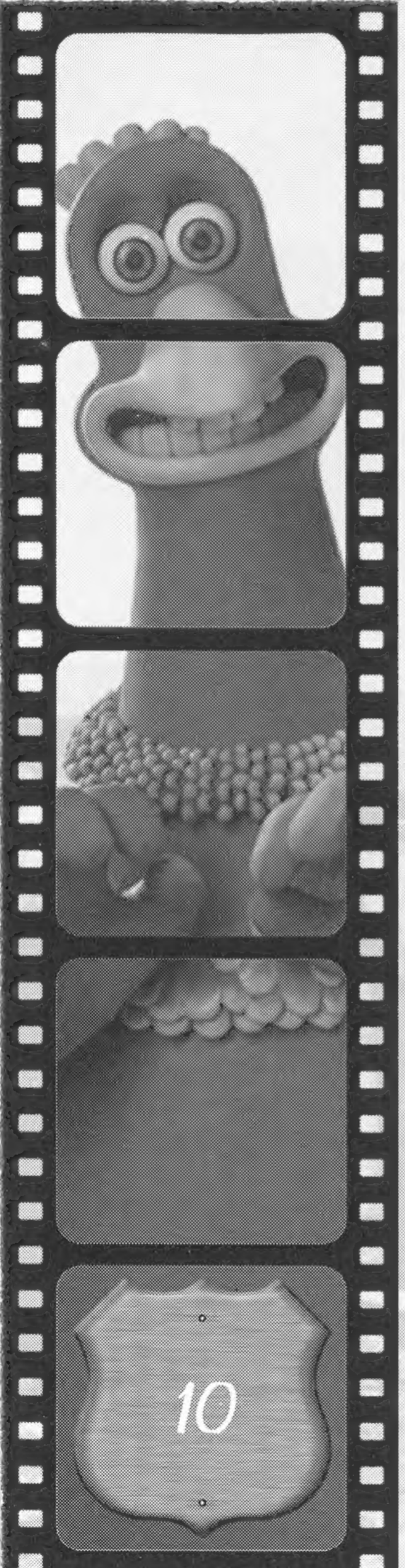
Medals (The Display Board)

The Display Board allows you to view any medals awarded for your special efforts in sub-games throughout Chicken Run (for meritorious service to escaping chickens).

Best Times (The Clock)

This is a log of the best time achieved by you in the game. Come here to see if you can get the best times ever for completing all three Acts of the game, the Boss Levels and your shortest Total Playing Time. You can compare these times with your friends.





Load/Save Game (The Bed)

The Bed allows you to load a previously saved game or save the current game you are playing (you must have a MEMORY CARD in MEMORY CARD slot 1). Note that if ever you enter Hut 1 later, from the within the game, you'll be taken straight to this option.

Level Select (Shell Canister)

Shell Canister allows you to select previously opened levels and sub-games (if they are available to you these are identified with a highlight). When you choose a level to play from this menu it will not play any part towards your success in the overall game.

Credits (The Book)

The Book lets you see who's responsible for creating the Chicken Run game.

View Pictures (The Gallery)

Hidden throughout the game are pictures from the Chicken Run movie. As you discover them you can return here to The Gallery to check out your collection. The number of pictures will increase as you work your way through the game.

View Movies (The Projector)

The Projector lets you look at any movie clips or animations that you have seen so far during the game. Choose with the left or right directional buttons and press ⊗ to play. If you are just starting the game you will have very few movies to choose from. The number of movies you can watch will increase as you progress in the game.

LOAD GAME

If you choose to load a saved log highlighting and confirming the load saved option using the ⊗ button, your ME MEMORY CARD will be examined for a saved game and the selected game loaded in.

STARTING TO PLAY CHICKEN RUN (CHOCKS AWAY!)

The game (like the movie) begins on a dark and eerie night on the remote Tweedy egg farm. Mr Tweedy is patrolling around the coops and the guard dogs have been let loose.

We are taken inside Hut 17 where we meet Ginger (the chicken who's determined to get everyone out) as she explains to Mac (the practical and brainy chick) details of the First Escape Plan.

WIDESCREEN MOVIE MODE

When characters talk to each other (or there are movie clips or animations) in the game, the screen will always change to widescreen movie mode. You will hear the words and see the text as the characters chat. Remember that you cannot interact with the characters in widescreen movie mode, but you can flip through the conversation by pressing the ⊗ button.

- Press ⊗ to continue the conversation (and take note of the clever plan Ginger has dreamt up).

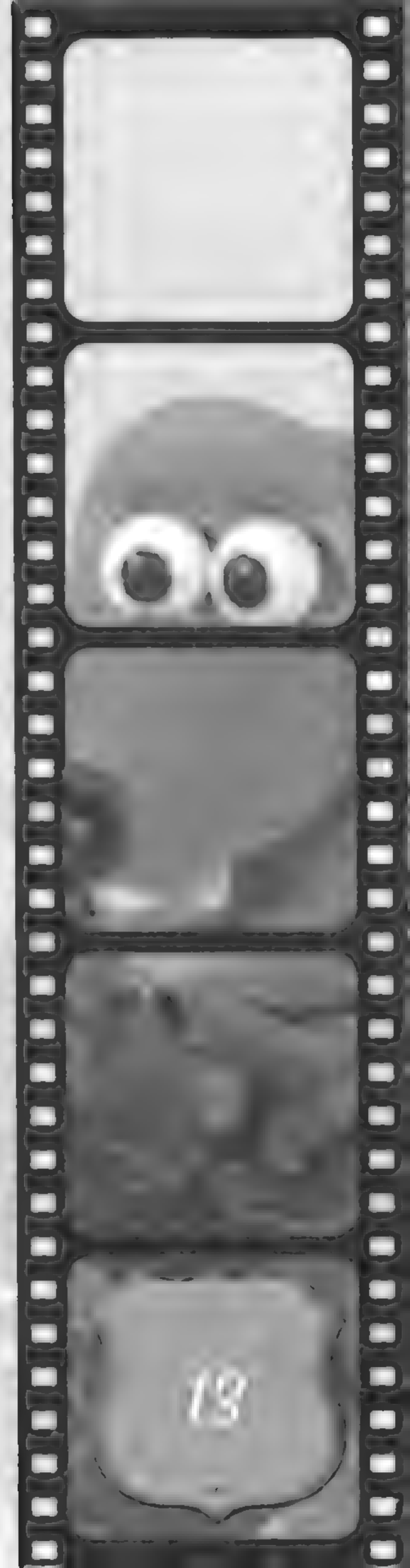
CONTROLLING GINGER

When the First Escape Plan has been revealed the screen will change to full screen mode and you will enter the 3D chicken world. This is where you have complete control of the Chicken Run character (in this instance Ginger). Look at the control summary section for full details.

CAMERA VIEWS

All camera views in the game will change depending on the action that is happening and will always show you the best or most appropriate action view. When outside the huts or buildings you can also rotate the camera around the character you are controlling, using L1 or R1 buttons or the right stick (of the DUALSHOCK™ analog controller). This is a good way of spotting any potential danger or just having a good look around.

In addition, when a character is close to a wall or fence he/she will press themselves against it, giving you a different view of the game world.



HELP BUTTONS

At the top left of your screen is an area reserved for help buttons. These will remind you of the main control buttons for each scene. You can turn these help buttons on/off by pressing the SELECT button.

At first the help buttons will show basic commands:

⊗ button	make Ginger jump
□ button	make Ginger perform an action (use or pick-up something)
△ button	look at the Inventory (what Ginger is carrying)

Ginger should still be inside Hut 17. Let's make her jump!

- Press the ⊗ button and she will jump into the air. Notice that the help button summary on the top left changes to Double Jump—this shows you what else you can do. If you hit the ⊗ button twice Ginger will jump even higher!

THE RADAR SCREEN

Before leaving the safety of the hut, let's look at the radar display at the lower right of the screen. This shows Ginger's position at the center of the radar. Other objects are displayed on this as dots—these objects can be other chickens, guard dogs, or useful items to pick-up.

If you are near an item that can be picked-up, a light at the top right of the radar screen will begin to flash and you will hear a "beep". This flashing and beeping will get faster the closer you are to the object.

Any enemies (such as Dogs or Mr and Mrs Tweedy) will obviously be able to see Ginger and so their "area of vision" is also shown on the radar. You must try to avoid being caught in this "cone" of vision or Ginger will be caught (try hiding behind something)!

If a character has been spotted the radar screen will turn red and begin to flash.

ITEMS HELD

The lower left of the screen will show a small picture of an inventory item the character has been equipped with and is ready to use.
You can toggle through the items held in your inventory by pressing the L2 button.

Brussels Sprouts

This lower left area of the screen also shows the number of Brussels Sprouts your character is carrying (if any have been picked up). Brussels Sprouts can be used to distract Guard Dogs and the Tweedys—(stay out of sight and throw one for the dogs to chase by pressing the ◉ button).

Now let's get on with the adventure!

OUTSIDE THE HUT

- Using the directional buttons (or left stick of the DUALSHOCK™ analog controller) make Ginger walk to the end of the chicken hut and make sure she is standing facing the door.
- Make her go through the door. The screen will darken and then when it brightens you will see her standing outside, on the ramp in the chicken farm at night.
- Move Ginger quickly off the coop ramp and make her hide to the side of the hut (or she'll be seen by the dogs). If you put her close enough to the wall she will press herself flat against it.
- Look at the radar and you will eventually see the "blip" of a dog walking around the enclosure. Notice the cone of vision for the dog—if this dog sees Ginger in this cone she will be attacked. Be careful and always keep an eye on the radar!

If you've got this far you'll know that Ginger's first task is to find the Broken Shears and the Butter Knife so that Mac can make the Wire Cutters.

First, let's check the Plans in the Inventory. This is always a good idea so that you don't forget what items you want and where you have to take items once you've got them.

- Press △ to open the Inventory.
- Press □ to open the Plan.

You will see that the Broken Shears and the Butter Knife are both drawn on the sheet of paper. Each item has a small box next to it. When you have collected the item the box will be checked in red—once the item has been taken to the relevant hut a second check mark will appear in the box, showing that the task has been completed. On the Plan you will also see a note of where to take the items so that they can be made into Wire Cutters (in this case: to Mac in Hut 17).

EXPLORING THE FARM

The chicken coop area of the Tweedy farm is split into four sections separated by wooden fences. Each area has a gate so you can cross from one section to another and each section contains four huts. The rest of the farm surrounds the chicken coop areas and includes the Tweedy house, garden, egg room and various other buildings.

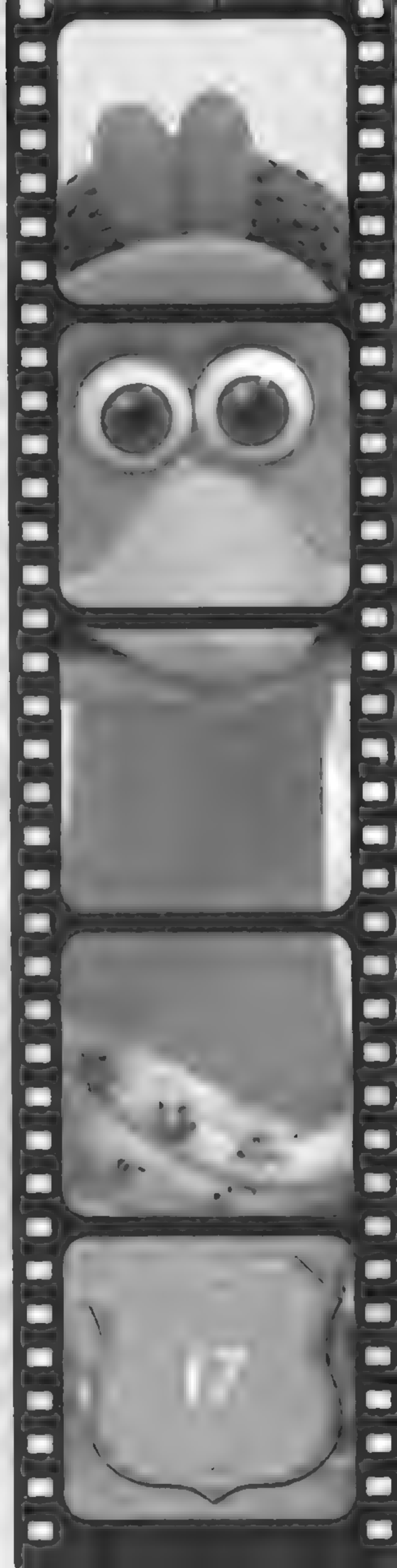
Pausing the Game

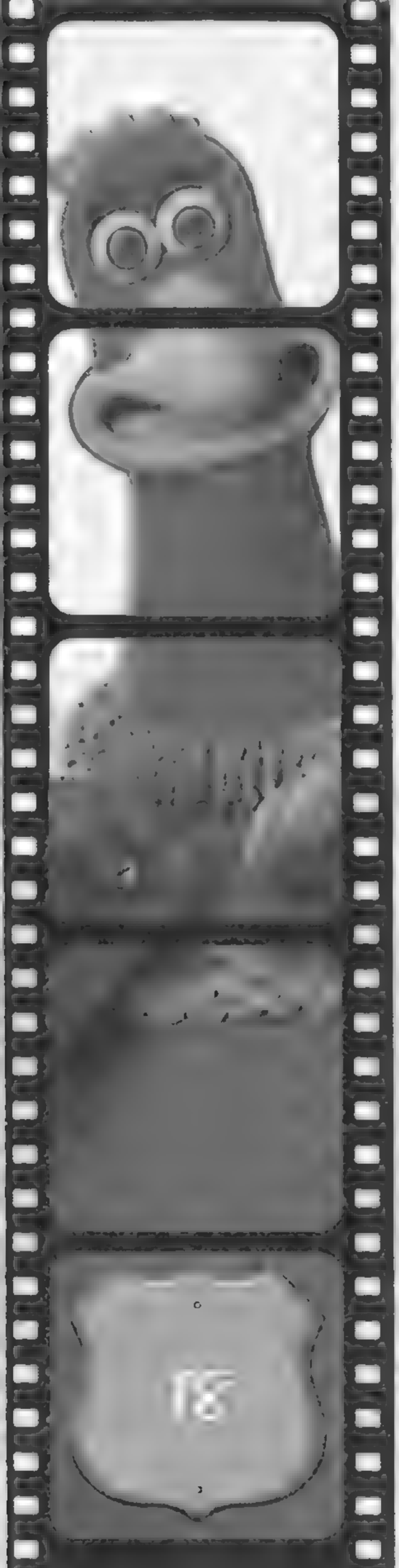
If you want to call a halt to the frenetic action (or if the tension is getting too much for you) you can always pause the game by pressing the START button. All action will stop and a pause menu will appear giving options to Return to Game, Quit Game, change the SFX, Speech or Music Volume and the option to turn Vibration On/Off (if you are using the DUALSHOCK™ analog controller).

- Select Resume the Game to get back to the action.

Mr and Mrs Tweedy

Mr and Mrs Tweedy are always lurking about the farmyard, the coop and in and out of the farm buildings. Be very careful that they do not spot Ginger.





The Guard Dogs

Dogs will patrol between the huts in the coop, so if they see Ginger they will chase her.

Floodlights

As Ginger creeps around the compound at night time you will notice that certain areas are brightly lit and there are searchlights criss-crossing the open ground. When Ginger enters a pool of light the radar at the bottom right of the screen will begin to flash red—you've been spotted! You will hear the dog's bark get louder the closer it is, and it will become more manic if Ginger stays in the light. She must get to a hiding place or she will be caught.

Being Heard

Remember that guard dogs and the Tweedys will notice Ginger not only by sight but also by sound. Walking on gravel or other noisy surfaces will make enough noise to alert anyone who is near.

- Press the R2 button to tiptoe. This creates a lot less noise when you're moving around the farm.

Picking Up Items

If you see some Brussels Sprouts walk Ginger up to them and press the ▣ button to pick them up. These can be useful when thrown to distract an enemy (press ◉). The number of sprouts the character has is shown on the screen.

- Now, help Ginger work her away around the huts (avoiding the dogs) until you find the Broken Shears.
- Stand her close to the Shears and press ▣. Ginger will pick up the Broken Shears and put them into her Inventory.

THE INVENTORY

The Inventory can be opened at any time during play by pressing the △ button. Here you can see the items Ginger is currently carrying (shown in the six spaces to the left of the screen).

- If there is more than one item use the directional buttons to select the one you want.

The Map

When the game begins, Ginger does not know the complete layout of the Tweedy Farm. To help Ginger in her escape plans she will find torn up sections of a hand drawn map as she investigates new parts of the farm. Pick up these pieces of map (stand close to the fragment and press ■) and put them in the Inventory where the pieces will be reassembled. As the game progresses you will need to refer to the Map more and more for important information about the location of buildings.

- Press the ◉ button to check which sections of map you have found (eventually showing a map of the entire farm and all chicken coops).

The Plans

- Pressing the ■ button in the Inventory screen allows you to check the latest plans, drawings and objectives. All delivered objects will be checked off on the plans.

Eggs

Once the Egg-Lating game has been played—the Inventory will also show how many eggs Ginger is carrying (this is useful later in the game).

- During Act 1 you can practice your egg-catching skills in Hut 2. Later in the game, however, you must make sure that Ginger has no other items in her Inventory before playing the egg game—otherwise she will not be able carry the ones she has caught.

Using an Item

To use an item you must equip Ginger with it first. Select the Inventory Screen (press △), highlight the item using the directional buttons and press ✕. Ginger will have that item in hand ready to use. Now walk to where you want to use it and press ■ (the Action button). If nothing happens you are in the wrong place for this item to be used or are trying to use the wrong item!

To take an escape plan item to where it is needed (such as a Work Hut or to Ginger's friend Mac), go to the correct hut and it will be automatically taken. If no one knows what to do with the escape plan item you have, you've gone to the wrong hut.

Getting Caught

If the dogs (or the Tweedys) capture Ginger, Rocky, etc, one item from your Inventory (the last thing you picked up) will be taken back to where it was originally found. You've no option but to find it again. But this time, be more careful!

SAVING THE GAME

You'll be wise to save your game as often as you can (in case something goes wrong). You can save your game at any time by going to Fowler's Hut (Number 1) and selecting the Bed (the Sawed-off option) then highlight the save game option and press the ⊗ button to confirm.
The save/load option will be the default screen you are taken to in Hut 1 during a game. Remember that you cannot save a game unless you have inserted a MEMORY CARD (with 1 free block) in MEMORY CARD slot 1.

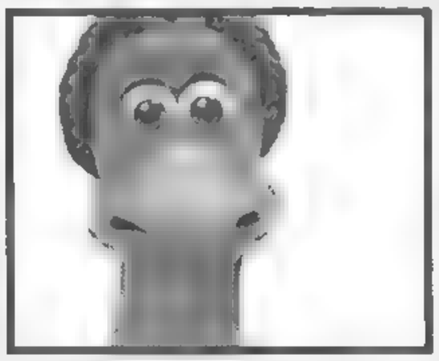
Games can also be saved at the end of Acts and Boss Levels. A screen will pop up allowing you to save and continue the game.

THE CHICKEN RUN CHARACTERS

THE ONES YOU CONTROL

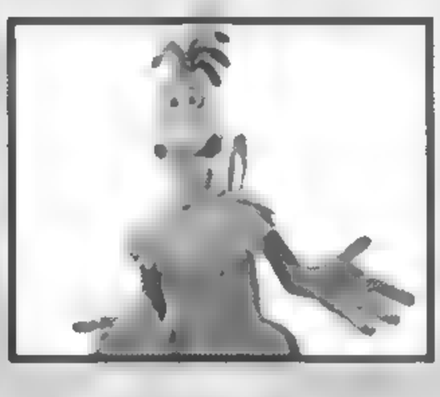
Chicken Run lets you control several different characters from the movie, each with their own particular set of skills.

GINGER



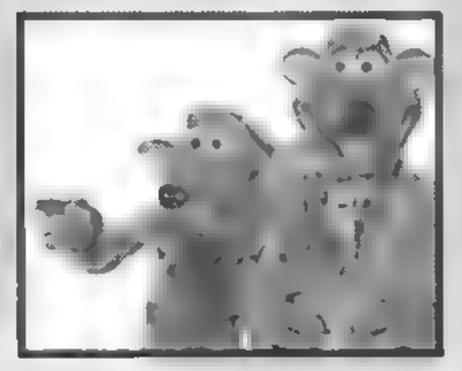
Ginger is the chicken with the plan. She's a feisty, young and idealistic hen whose one goal in life is to help everyone escape from the Tweedys' farm for a better life beyond the green and distant hills. She pursues this goal with true grit and determination.

ROCKY



Rocky is a sweet-talking American rooster who gets by in life on his good looks and charm. Fun to be with and the life and soul of the party, he's the kind of guy everyone wants to have around. Everyone likes him (but Ginger still has her doubts).

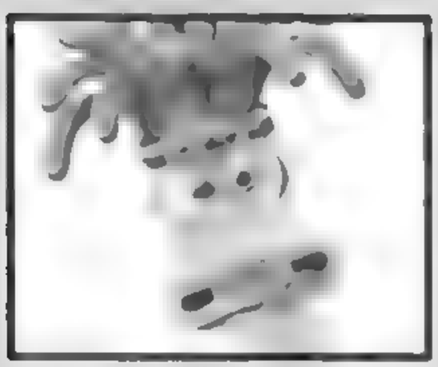
NICK AND FETCHER



As in any locked up compound some items are very difficult to come by and certain shady characters make a living by getting hold of what's needed. Nick and Fetcher are two cockney rats who would sell anything to anybody as long as there was a profit in it. Nick is the leader, the tough negotiator; Fetcher is his not over-bright helper. They are sharp and streetwise with the skills of pick-pockets and street vendors. This fast-talking double-act provides a valuable service for the hens (of course, for a price). They're cunning, crafty, and good at slipping in and out of the well-guarded compound unnoticed.

OTHER GAME CHARACTERS

MAC

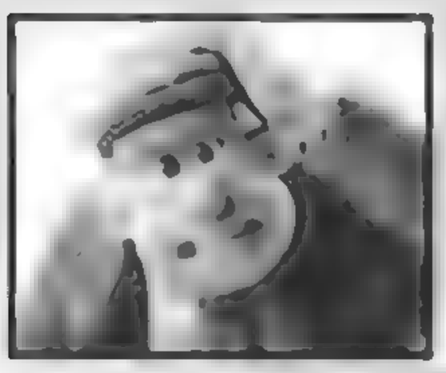


Mac is the engineering brains of the outfit, the math genius who works out the practicalities for all of Ginger's wild plans. Totally trustworthy, she is always absorbed in her world of numbers and calculations. Mac is Ginger's right hand hen in any escape plan.

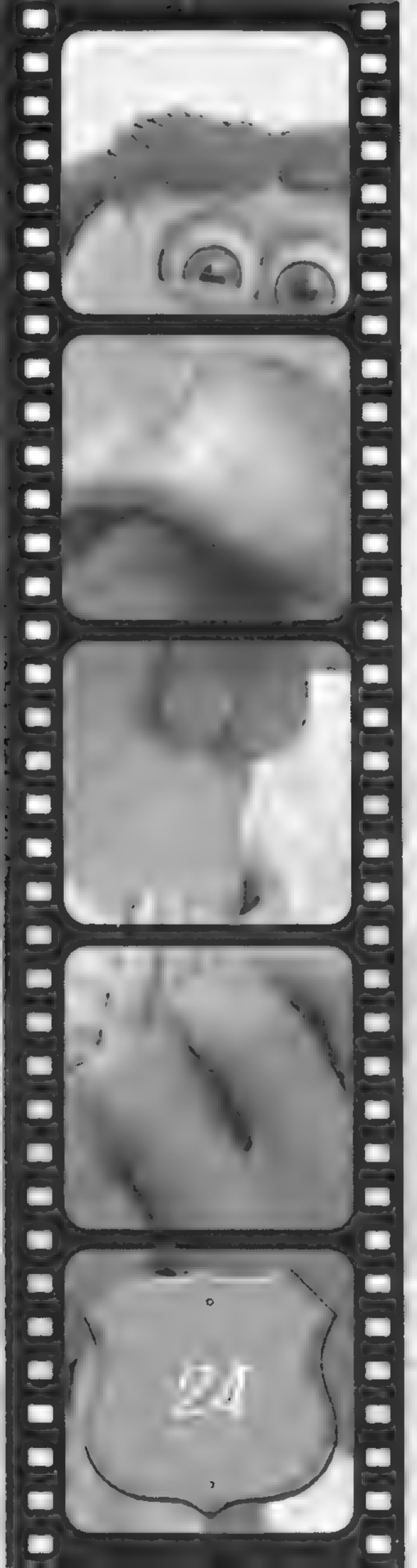
MRS TWEEDY

Tweedy's Farm may have been in Mr Tweedy's family for generations but it's Mrs Tweedy who calls the shots these days. She is a cold and humorless woman who longs to take the egg farm out of the "dark ages" into full-scale, automated chicken pie production, that will make her (and perhaps Mr Tweedy) extremely rich. Strangely enough she hates everything about chickens and thinks them extremely stupid and incapable of thinking for themselves!

MR TWEEDY



Hen-pecked and oafish, Mr Tweedy is a simple man. Somewhat slow, he is convinced that the chickens are "up to something." But his domineering wife convinces him that these silly notions are all in his head.



HINTS AND TIPS

Everybody needs a helping wing. This section gives you a brief guide to the Chicken Run game. It will give you hints and tips but will not show you how to succeed in the game.

Chicken Run is divided up into three Acts:

THE FIRST ACT

The Mrs Tweedy Disguise Plan

First, Ginger must find all the right items in the chicken coop in order to help Mac make a set of wire cutters that will allow her to break into the Tweedy farmyard. Second, Ginger must find different items scattered around the farmyard that will help her friends make a convincing "Mrs Tweedy" disguise.

The Dog Chase

When the disguise is complete, the chickens, dressed as Mrs Tweedy, try to escape from the chasing guard dog and free other chickens from their coops.

- Use the ◉ and ▣ buttons quickly to keep your balance.
- Use the directional buttons (or the left stick of the DUALSHOCK™ analog controller) to control your character's direction.
- Set other chickens free by passing in front of their coop doors.

The Egg-Laying Game

In the First Act Ginger can go into Hut 2 to play the Egg-Laying Game. However, in this part of the game it's only for practice, and doesn't have to be done to complete the Act. Get familiar with the game however because having a large quantity of eggs will prove very useful in the later stages of The Great Escape. Feed the chickens until they lay an egg (Bunty lays two at a time!) then catch the eggs in your basket before they smash on the floor.

- Use the directional buttons to cycle left and right through the different chicken collection chutes.
- Tap ◉ to feed a chicken until the bar changes color. Then wait for her to lay an egg and for it to roll down the pipe.
- Feed the chickens as fast as you can—they eat an awful lot!
- As soon as the chicken you're feeding starts to lay an egg, start feeding another as it takes a while for the eggs to roll down the chutes, but make sure you go back before the egg smashes (yuck)!
- When the egg is near the bottom, hold down ⊗ to catch it in your basket!

THE SECOND ACT

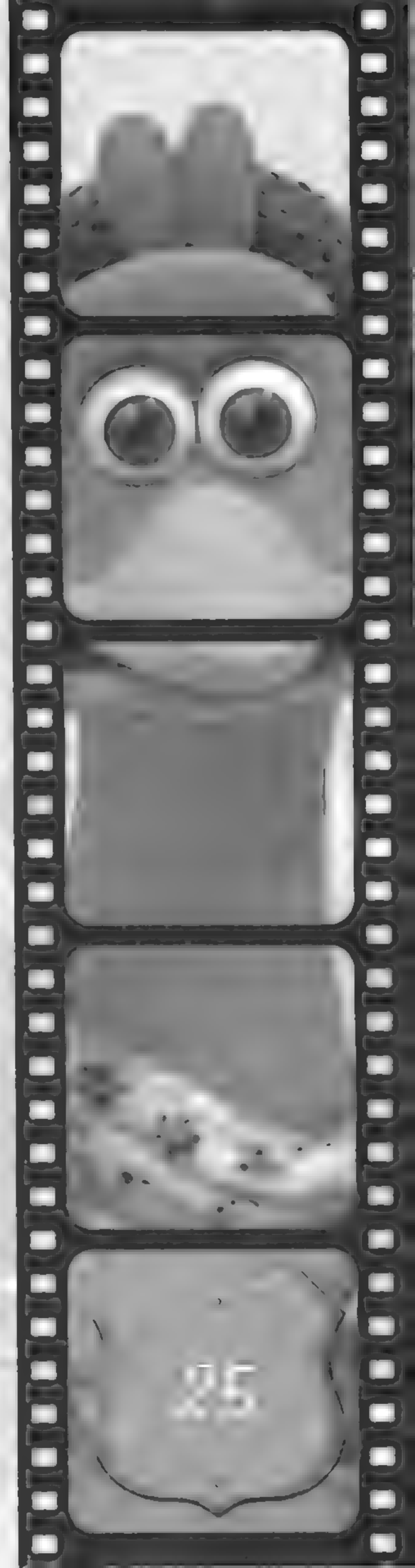
This Act has three sections, each with a crazy escape plan. Ginger (helped by Rocky), must find the equipment needed to build a Catapult, a Seesaw, and Fireworks launcher to hurl the chickens over the fence! Once all the bits and pieces for one escape plan have been found and taken to the right hut, Ginger will be able to attempt the escape, and try to free as many chickens as possible in three sub-games.

The Seesaw

Using the Seesaw, launch the hens onto the mattress so they can bounce to freedom. Unfortunately the chickens that are holding the bouncy mattress are a bit unsteady on their legs so your aim will have to be eggs-tremely good! Use directional buttons (left/right to aim and up/down for power). Press ⊗ to launch!

The Catapult

Use the Catapult to lob the chickens over the compound fence. There's a pond on the other side of the fence so you'll have to get them to land on the small objects floating in the water. Use left/right to aim and up/down for power. Press ⊗ to launch!



The Firework Flight

The chickens have been strapped to fireworks! Fire them through gaps that are being blown open and shut by the wind! Use the directional buttons to aim. Press the ⊗ button to launch!

THE THIRD (AND FINAL) ACT

There are three parts to this Final Act, which all combine to form the grand finale escape plan!

Ginger must explore the entire farm collecting all the items needed for all three sections to construct the "crate"—a huge flying machine—the Wings, the Engine, and the Main Workings.

To get every item from around the farm, Ginger will need to enlist the help of Nick and Fetcher (the two crafty rats) who will get anything, so long as they've been paid with eggs! (Ginger can get eggs from the laying hens in the Egg-Laying Game). Once all the items for a section have been collected, Ginger can then attempt to make that section of the "crate" using the items collected. Once all the sections have been constructed, it's time for all the chickens to attempt The Great Escape!

The Main Workings

You have to build the body of the "crate" but using the tools is a very noisy business. Fortunately Mr Tweedy is also working on repairing the Pie Machine with his tools and if you use the same tool as him (at the same time) he won't hear you. You can see what Mr Tweedy is doing through the Binoculars. Use the directional buttons to cycle left and right through the worker chickens that are using the different tools. Then tap out the pattern set by Mr Tweedy using the ▣, ⊗ and ◉ buttons to use the tool.

The Engine

You need to get The Engine running. Keep it well-oiled and pedal the bike as fast as you can. Rocky is having a bath however and you must keep blowing bubbles for him or he'll stop you! Use the directional buttons to cycle left and right through the stations. Each station uses different buttons!

- To blow bubbles for Rocky tap ⊗ and ◎ quickly to keep him happy.
- To keep the bike turning tap ▣ and ◎ as fast as you can.
- To keep the oiler in operation, use the ▣ and △ buttons.

Hint—keep the oiler working hard and the chicken at the bike station cycling as fast as she can. Only blow bubbles for Rocky when he starts complaining. Time is short in this mini-game and you MUST get that engine running!

The Wings

Wings will have to be made using poles, fabric and lots of stitching!
Sadly the chickens are very scared, so you'll have to encourage them by tapping the correct buttons. When they've made the appropriate item you have to go to that work station to catch the item or it will hit the floor and smash! Use the directional buttons to cycle left and right through the different stations. Each work station is controlled by different buttons!

- To make the poles, tap △ and ▣ quickly.
- To make the cloth, tap △ and ⊗.
- To make the stitching, tap ◎ and ⊗.

Hit the buttons as fast as you can because you have lots to do in a very short space of time.

The Egg-Laying Game

Having a large number of eggs is very useful to you to succeed in The Great Escape, in this Act you will need to collect as many as you can to encourage Nick and Fetcher to help you get the items you require. For full details see earlier in this manual.

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A Certain High Energy Drink ...
and all at Blitz Games!
1287 chicken pies were eaten by the team during the development of this game!

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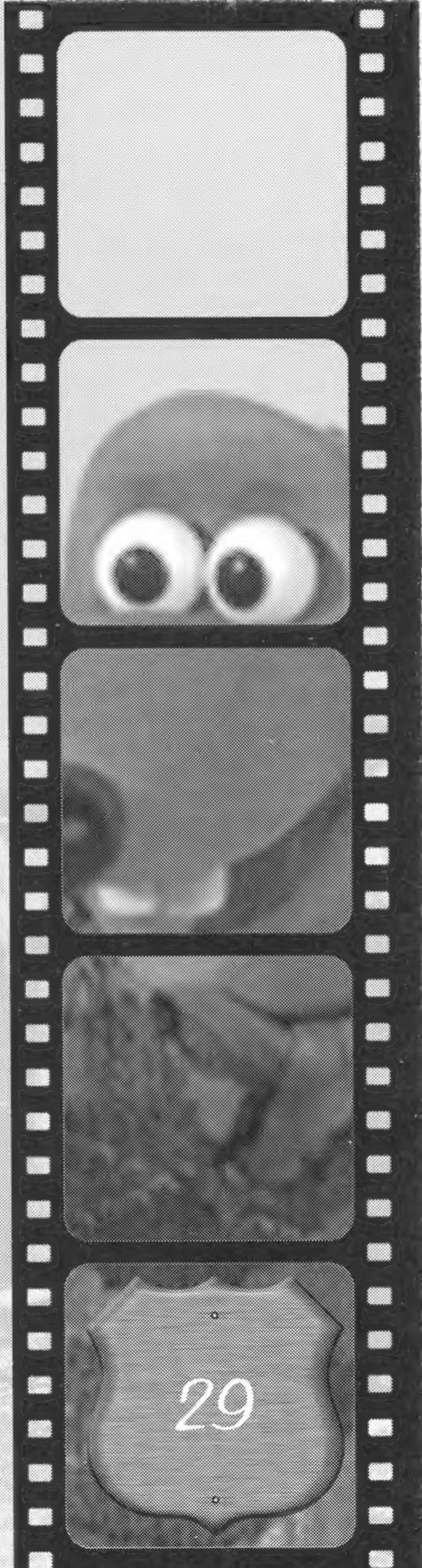

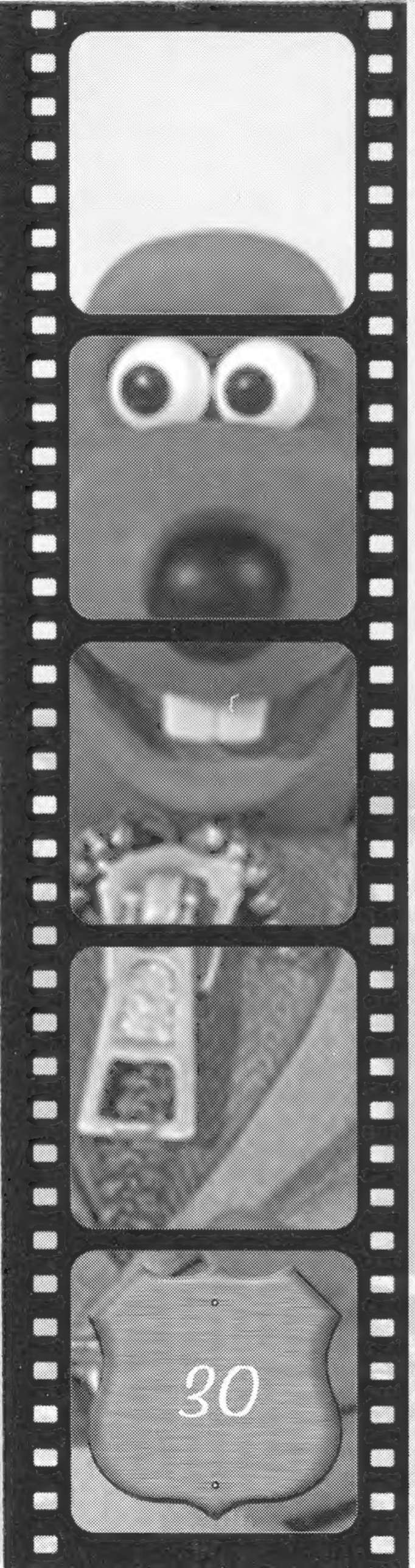

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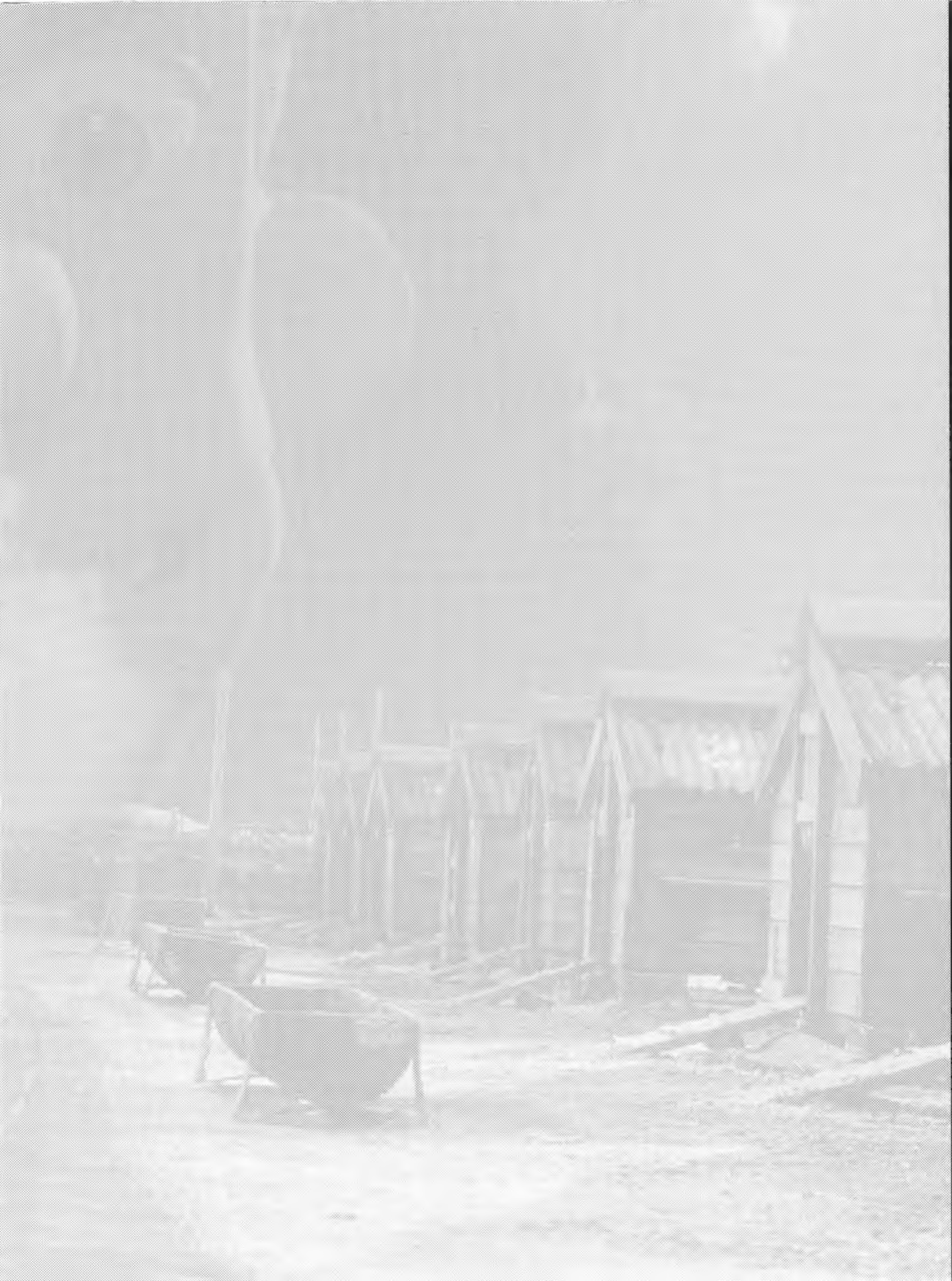

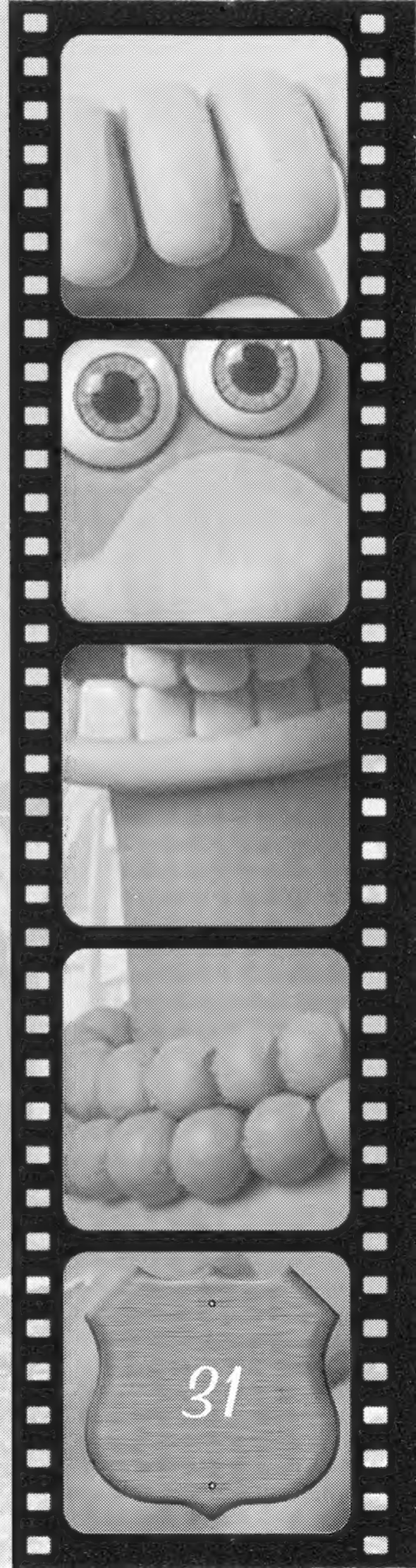

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